ABC APPLES B.C. NEWS
NOVEMBER 1989 $2.00

ABC members blow out candles

Gala dinner marks club's first decade

By Patrick Daley,
President Apples B.C.

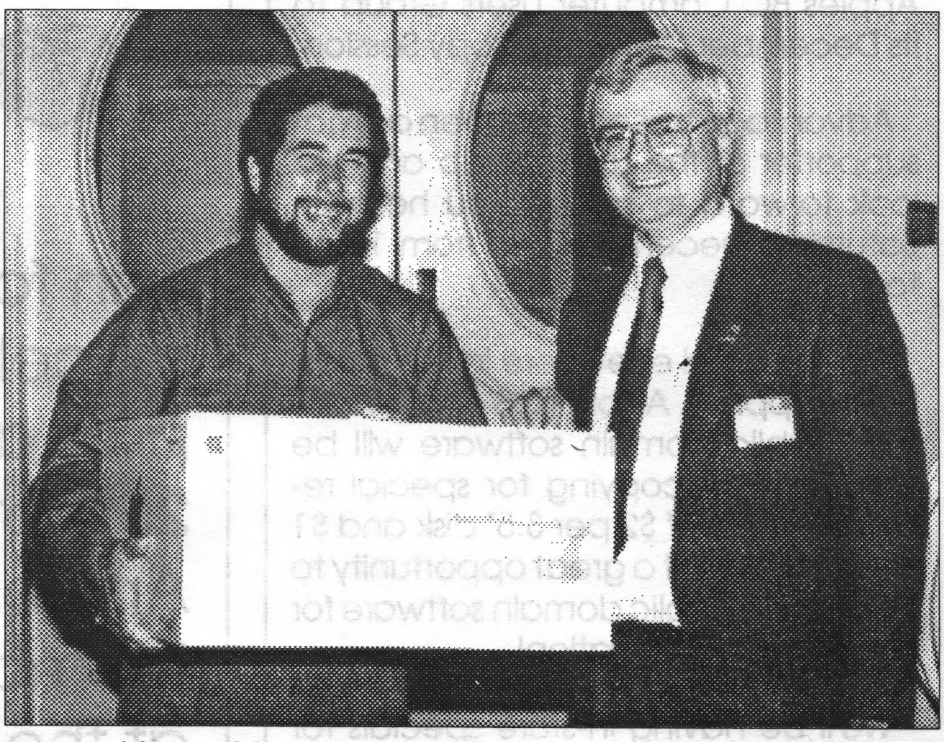
Ten years ago when half a dozen or so Apple Computer users got together in a room at the back of the Byte Shop on Burrard Street I am sure none of them dreamed of what they were starting. As you all know a couple of weeks ago we held our 10th Anniversary Dinner at the Delta River Inn and we were there to honour our founding members.

Let me tell you that the evening was a great success. Everyone I spoke to who attended told me they thoroughly enjoyed themselves. We gave away dozens of door prizes and for once I think everyone not only enjoyed our guest speakers but understood the topics.

The evening started out with a reception from 6 p.m. to 7 p.m. This enabled everyone to have a couple of drinks and say hello to old friends. Then came the dinner. I don't remember how many courses there were for as soon as I was half way through one I was requested to draw for the door prizes.

The drawing continued throughout the dinner until all the prizes were given away. The drawing was followed by our guest speakers **Blair Alsop** and **Roedy Green**, two long-time friends of Apples BC.

We had planned to have two other speakers that evening but due to circumstances beyond their control were unable to attend. **Rick Sutcliffe** phoned earlier in the week to apologize, saying that a family wedding planned for earlier on Saturday was now moved to later in the day making it impossible to attend. **Gary Little** had made all his plans to be here but hadn't consulted with mother nature. Needless to say the disastrous earthquake in the Bay area changed Gary's plans. I spoke to Gary the day before the dinner, three days after the quake, and he told me that there were no injuries in his family and that his house survived as well. The same can not be said about all the Apple buildings in Cupertino. Seems that at least one will need to be demolished. Gary too sent his regrets.



Winner of the grand door prize – an ImageWriter II printer – was David Brear. The prize was presented by Bob Cotter, of Advantage Computers, donor of the prize.

This whole evening could not have been the success it was without the participation of everyone who attended and without the help we received from all the donors. On another page you will find a list of the door prizes, their donors and, of course, the winners.

I would like to thank everyone who helped and make special mention of a couple of the donors. **Advantage Computers** is always there for us when we ask; this time they bowled us over. Thanks, **Barry, Bob** and Co. Many of us are familiar with Publish-It! 2 for the Apple II from **TimeWorks**. **Nancy Winters** is the Northwest Area manager for TimeWorks and when she heard about our dinner she drove up from the Everett area with an armful of gifts. How nice. October 21st was also Nancy's birthday. Happy birthday, Nancy.

On behalf of the executive members involved in the dinner, may I say that we were most encouraged by the number of members and guests who attended. Outside of the annual barbecue in August most of us never get to meet the families of other members. It was nice to have that opportunity. Let's do it all again in 1999.

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Advantage Computers Ltd. is pleased to welcome members of the Apples BC Computer Users Group to its December Christmas Copy Session.

Advantage has always been a great supporter of the users group and we look forward to seeing you here on Saturday, December 2nd from 10am to 3pm.

As indicated elsewhere in the newsletter, Apple II, Apple IIGS and Macintosh public domain software will be available for copying for special reduced price of $2 per 3.5" disk and $1 per 5.25". What a great opportunity to load up on public domain software for the Christmas vacation!

We'll be having in-store specials for members on that day... from stocking stuffers to full systems. And, a special draw for merchandise prizes. Be sure to mark December 2nd on your calendar and come to the session.

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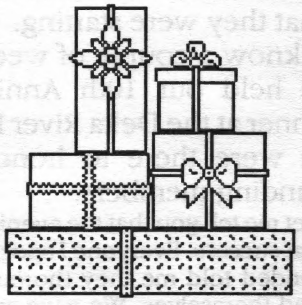

Your Chance to be Lucky!

Complete this entry form and deposit it into the contest box when you come to Advantage for the copy session on December 2nd.

Purchase over $50 worth of products, after discount, and earn a second entry form.

Name: _____

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Telephone: _____

Computer Type: _____

_____

Please send me information about:

_____

APPLES B.C. NEWS

OFFICIAL NEWSLETTER OF:
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In this issue

Club Page 4

Fonts anyone? (Part 2)
Lorne Walton looks at font editing 6

The GS Finder
Some notes for the icon-oclast 8

True WYSIWYG – at last!
Steve St-Laurent finds Adobe Type Manager excellent 10

Dark Castle GS
Michael Gatto explores this fantasy game 13

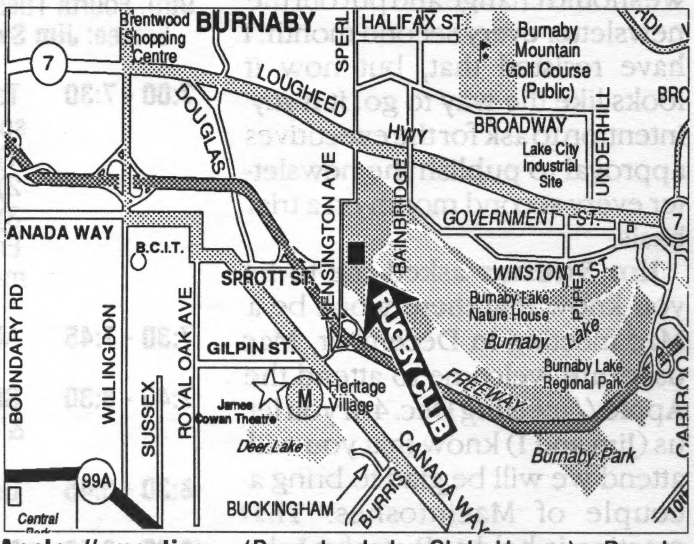
ReportWriter
David Martyn pokes into this Beagle Bros. product 15

Apples B.C. News — Volume 10, Number 11

NOTICE BOARD

Mac meeting agenda

... see page 4



Apple // meeting: (Burnaby Lake Club House) Regular meeting is scheduled for December 4. Starting time is 7:30 p.m.

NOVEMBER						
S	M	T	W	Th	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Apple // meeting — Nov. 06 at the Burnaby Lake Clubhouse. Starting time 7:30 pm.

Macintosh meeting — Nov. 28 at the Marpole-Oakridge Community Centre. Starting time 7:30 p.m.

Executive meeting — Nov. 14 at Ib Thorsteinsson's place. Phone an exec member ahead of time if you wish to attend.

Proposal would see fewer issues of NL

It has been a long time since I have done any complaining, so here we go.

For a year or two I have tried to put out an interesting and hopeful nice looking newsletter. It really improved when I got lucky and run into Steve St-Laurent.

However, we find it increasingly diffecult to do, month after month. Some members have suggested in the past, that maybe we should change and put out the newsletter every second month. I have resisted that, but now it looks like the way to go. It is my intention to ask for the executives approval to publish the newsletter every second month on a trial basis.

Jim Swenor asked me to let you know that there won't be a Mac meeting in December. Mac users are welcome to attend the Apple//meeting Dec. 4. If you let us (Jim and I) know that you will attend we will be glad to bring a couple of Macintoshes. That meeting is held at Burnaby Lake clubhouse, see map page 3.

—Ib Thorsteinsson

Club Page

Latest TimeOut versions

/BBUD/SPREADTOOLS	TO.ANALYZER	2.0
/BBUD/DESKTOOLS.II	TO.AREACODE	1.1
/BBUD/POWER.PACK	TO.ASCII	1.1
/BBUD/POWER.PACK	TO.AWP.TO.TXT	3.0
/BBUD/SPREADTOOLS	TO.BLOCKCOPY	2.0
/BBUD/DESKTOOLS.II	TO.CALC.PLUS	1.2
/BBUD/DESKTOOLS	TO.CALCULATOR	1.0
/BBUD/DESKTOOLS	TO.CALENDAR	1.0
/BBUD/DESKTOOLS	TO.CASE.CONVERT	2.0
/BBUD/SPREADTOOLS	TO.CELLINK	1.1
/BBUD/DESKTOOLS.II	TO.CLIP.VIEWER	1.1
/BBUD/ULTRAMACROS	TO.CLIPBOARD	2.0
/BBUD/DESKTOOLS	TO.CLOCK	1.1
/BBUD/ULTRAMACROS	TO.COMPILER	3.0
/BBUD/SPREADTOOLS	TO.COPYRC	2.0
/BBUD/POWER.PACK	TO.DB.SEARCH	3.0
/BBUD/MACROTOOLS	TO.DEBUG	2.0
/BBUD/POWER.PACK	TO.DESK.SORTER	3.0
/BBUD/DESKTOOLS	TO.DIALER	1.1
/BBUD/DESKTOOLS.II	TO.DIRECTREE	1.1
/BBUD/DESKTOOLS.II	TO.DISK.TESTER	1.0
/BBUD/DESKTOOLS	TO.ENCRYPTER	2.0
/BBUD/DESKTOOLS	TO.ENVELOPE.ADR	1.4
/BBUD/DESKTOOLS.II	TO.FILE.SEARCH	1.0
/BBUD/MACROTOOLS	TO.FILE.STATUS	1.1
/BBUD2/FILEMASTER	TO.FILEMASTER	3.0
/BBUD/SPREADTOOLS	TO.FRM2VAL	2.0
/BBUD2/GRAPH	TO.GRAPH	3.0
/BBUD/POWER.PACK	TO.HELPSCREENS	3.0
/BBUD/POWER.PACK	TO.LIBRARIAN	3.0
/BBUD/POWER.PACK	TO.LINESORTER	3.0
/BBUD/ULTRAMACROS	TO.MACRO.OPT	3.0
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/BBUD/DESKTOOLS	TO.PAGE.PREVIEW	1.0
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/BBUD/DESKTOOLS.II	TO.PM.IMAGE	1.0
/BBUD/DESKTOOLS	TO.PUZZLE	1.0
/BBUD2/QUICKSPELL	TO.QUICKSPELL	3.0
/BBUD/SPREADTOOLS	TO.QUICKCOL	2.0
/BBUD/DESKTOOLS.II	TO.SCREENOUT	1.0
/BBUD/DESKTOOLS.II	TO.SCREENPRINT	1.0
/BBUD/POWER.PACK	TO.SELECTOR	3.0
/BBUD/SIDESPREAD	TO.SIDESPREAD	3.0
/BBUD/DESKTOOLS.II	TO.STOPWATCH	1.0
/BBUD2/SUPERFONTS	TO.SUPERFONTS	3.0
/BBUD/MACROTOOLS	TO.TASKLAUNCHER	2.0
/BBUD/TELECOMM	TO.TELECOMM	1.0
/BBUD2/THESAURUS	TO.THESAURUS	2.0
/BBUD/POWER.PACK	TO.TRIPLE.CLIP	3.0
/BBUD/POWER.PACK	TO.TRIPLE.DESK	3.0
/BBUD/MACROTOOLS	TO.UM.TOKENS	.0
/BBUD [all disks]	TO.UTILITIES	3.0
/BBUD/DESKTOOLS	TO.WORD.COUNT	2.0
/BBUD2/QUICKSPELL	TO.WORD.COUNT	2.0

Call your Beagle Buddy, David Martyn, to arrange for updates to your original TO application disk.

MAC MEETING AGENDA

Apples B.C. regular monthly Macintosh meeting (**Note**: Formal proceedings start at 7:30 p.m.) Location: Marpole-Oakridge Community centre, 2nd floor (Free parking in parking lot at rear and on-street) 990 W 59th Ave (corner of Oak St. & 9th). Fourth Tuesday, November 28, 1989

Emcee: **Jim Swenor**

7:00 - 7:30 Table top displays - Mac placed on individual tables dedicated to specific topics:
1) Public domain library,
2) ABCCS memberships,
3) Beginner corner.
Entirely informal, a chance to ask/answer questions member-to-member.

7:30 - 7:45 ABCCS Society news, announcements

7:45 - 8:30 **Steve Dotto** & guest: demonstrating 'HowTek scanner device' &'MacroMind Director'

8:30 - 8:45 Questions / Answers

8:45 - 9:40 New library updates - copy session **John Spraggs**, Librarian

9:40 - 9:55 wind-down of meeting, last minute comments,etc.

HyperCard and digitising main topics

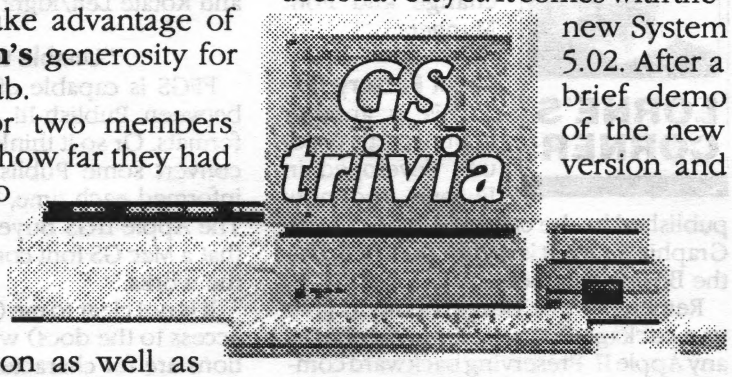
By Lorne Walton

The first Apple IIGS SIG meeting of the season was held at Banting School in Coquitlam, on Thursday, October 26. This was the second time that the club was permitted to take advantage of **Scott McLagan's** generosity for the use of his lab.

While one or two members moaned about how far they had to drive to get to the meeting, the "silent" majority seemed to be satisfied with the location as well as with the excellent setup of some 30 GSes that the Banting facility provides.

Michael Gatto brought his video digitizer setup and once again treated the attendees with a demo of his expertise.

I was fortunate to have been allowed to make a copy of a member's HyperStudio version 2.0 just the day before. The new version is now being mailed, but obviously not all the registered users have it yet. It comes with the new System 5.02. After a brief demo of the new version and a look at some of the new features that have been enabled, members were allowed to play with the program and with all five of the font editor programs that I reviewed in this month's newsletter and the previous issue.



As usual the most valuable part of the SIG for me was the opportunity to chat with our members, some newcomers and some oldtimers (sorry, Ib!)

There was a draw for Diversi-Tune, donated by the author and originally won (in the draw at our tenth anniversary dinner) by **Roedy Green**, who turned it back to the club since he no longer uses Apple //'s.

Ib graciously agreed to conduct the draw, and guess whose name came up... no, not mine. You get only one more guess.

Thanks again to Scott for the use of his lab. I am open to suggestions as to when and where the next GS SIG should be held, and what topics should be discussed. Presentations from members of their own software/hardware would be especially welcome.

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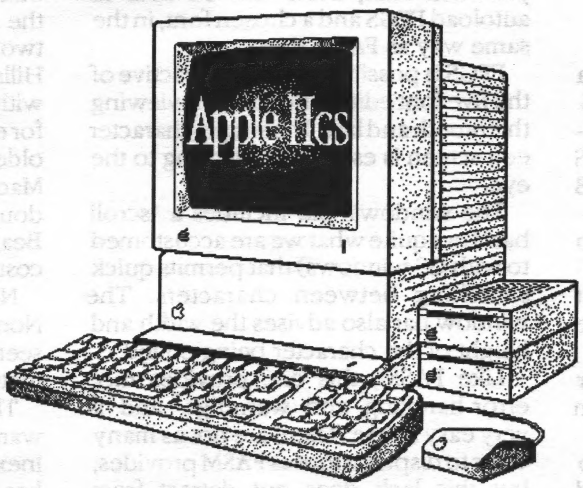

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GS Font editors — two more

By Lorne Walton

FontASM version 1.1
by Stephen Hadinger
Shareware, US$20
Needs 768K of free RAM

Font Factory GS version 1.3
Seven Hills Software
US$40

Since completing my review last month, I've come across two more font editors. Both of these run on the GS only.

LORNE'S CORNER

FONTASM

This shareware product of a 19 year old French programmer is quite impressive and comes with 130K (about 30 pages) of documentation. Fear not! Much of it is a good tutorial on how fonts work. Easy reading; follow the docs while working with the program.

Fonts to be edited are loaded via a Standard File dialog; they do not have to reside in your boot disk's FONTS subdirectory.

There are several ways to display a font: 3 rows of 8 characters, with a vertical scroll bar to reveal the rest; all 256 characters at once (640 or 320 mode); "test" mode wherein a phrase typed by the user is displayed in the active font; edit mode whereby a single character is shown for editing. Finally, there is a capability to print all of a font to paper, or just a single character.

A supplied icon permits the user to double-click a font file, and have FASM load itself and then the selected font.

Filename puzzlement

One puzzling item: FASM allows a font family name to be as long as 25 characters. Perhaps I don't yet understand our operating system. GS/OS permits longer filenames, but ProDOS 8 sure doesn't.

FASM can handle characters up to 128x128 pixels in size. Doubling (horizontal and/or vertical) is supported, but smoothing the rough edges must be done manually.

An auxiliary font may be created for copying character definitions from an existing font to the one being edited.

The program is friendly; it is easy to use and provides appropriate error and warning messages. Full cut, copy and paste are available. There is no online help, but it is hardly needed, since the program is so intuitive and the docs are so thorough.

Finally, there is a provision for converting Mac fonts. But only if you have access to a Mac and the Mac programs Apple File Exchange and Font Munger.

Font Factory GS

This is another commercial product, developed in Europe and now published by the company that gave us GraphicWriter. It is highly-polished, like the Beagle product.

Remember that Beagle chose to give us a package that would run on almost any Apple II. Preserving backward compatibility means lack of "GS features," but give Beagle credit for not abandoning the older Apple II's.

I didn't get any documentation for this program. The two disks (including "Font Disk #2" which contained no fonts, oddly, but rather a collection of utilities) were handed to me at AppleFest by the rep at the Seven Hills booth so I could do this review.

He said he'd mail the docs, but they have not arrived in time for the review. Seven Hills will have to forgive me if I miss some important feature.

Loading fonts

Once again, fonts are loaded from any volume/folder the user chooses, via the Standard File interface. And with the provided icon, users will be able to autoload FFGS and a chosen font, in the same way as FASM does.

FFGS is possibly the most attractive of the five font editors I've been reviewing this month and last. The single-character edit screen is especially pleasing to the eye.

The window's bar includes a "scroll bar" (not quite what we are accustomed to with GS windows) that permits quick switching between characters. The window bar also advises the width and height of the character being edited.

Like FASM, this one provides nice error-handling and warnings, and is very easy to use. There are not as many ways to display a font as FASM provides, but this lack does not detract from FFGS's friendliness. Similar print capabilities are present.

FFGS does not seem to offer any means of upscaling a font to a larger size. I would deem this a major deficiency; many of us would purchase a font editor simply because we need a "Vancouver.24" so that our "Vancouver.12" will display nicely with the "Better Text" option on an ImageWriter printer. Fewer of us want to design a brand new font. There are Flip Vertical/Horizontal, and Rotate Left/Right functions.

"Unable to load"

FFGS is capable of converting fonts between Publish-It! and standard GS formats. Or so it thinks: when I tried to convert some Publish-It! fonts, I was informed each time, "Unable to load." The Apple IIGS Buyer's Guide informs that a Mac GS font conversion is also in the works.

It is not clear to me (again, not having access to the docs) what FFGS's limitations are for character size. The edit-a-character mode appears to be huge, like 160 high by 256 wide. I had to count those pixels by hand, so don't expect the figures to be accurate.

I found it easy to change the leading of a character, but could find no way to alter the ascent and descent the way FASM and other products permit. One character at a time may be "smoothed". Smoothing algorithms are a bit risky; there's no way it can do just what you want every time.

But if Seven Hills could integrate a reasonable smoothing algorithm with a "double" function, many of us would find it worth the US$40.

And the winner is...

For my money, the best of the 5 font editors, the best value for the dollar, is the shareware program, FontASM. The two commercial products from Seven Hills and Beagle come tied for second, with the Beagle product getting the nod for extra features and for running on the older II's. But if Seven Hills can get their Mac conversion together and add a doubling command, it will nose out Beagle's program, especially since it costs less than the latter.

None of these five is a "bad" product. None of them crashed, although FFGS seemed to choke up over a simple matter like loading a Publish-It font.

The nice thing about the three shareware programs is that they are relatively inexpensive and that the potential buyer has the right to check them out thoroughly before laying down his dollars. FontASM v1.1 will be available through the club's GS Library, on disk #69. If you like it then be sure to mail young Mr. Hadinger his shareware fee.

Who won what from where?

Door-prize winners - 10-year anniversary event held at Delta River Inn on Oct. 21, 1989

Ticket #	Name of winner	Prize & company donating
184	Ted Simpson	MacWrite II
117	Hank Matthison	AppleWorks GS
246	J. Walton	Joystick: from Advanced Graphics
176	Elaine Reid	Joystick: from Advanced Graphics
162	Larry DeFehr	The Games from EPYX Company
134	Jim Swenor	PUBLISH-IT 2: from TimeWorks Company
152	Bonbon Hu	Disk Organizer & tractor-feed labels
146	Fred Lichota	Disk Organizer & tractor-feed labels
243	Jim Bagnall	Disk Organizer & tractor-feed labels
156	Mrs. D. Howerton	$25.00 Gift Certificate: from Strider Computers
157	Jeff Bonnycastle	$25.00 Gift Certificate: from Strider Computers
179	Brian McCaig	Quick-Keys:
244	Dave Squires	Word Attack: from Davidson & Sons Co.
186	Roedy Green	DIVERSI-TUNE:
166	Mrs. E. Thorsteinsson	Copy II Plus:
124	Marty Summers	SpeedReader: by Davidson Co.
248	Dieter Kirste	Math Blaster Plus: by Davidson Co.
175	Dal McCrindle	Math Blaster Mystery by Davidson Co.
164	Lyle Olson	Subscription to inCider magazine
252	Brian Symonds	Subscription to inCider magazine
150	Judy Cotter	Subscription to inCider magazine
189	Pat Daley	Subscription to inCider magazine
180	Connie Hahn	HYPER-ANIMATOR: by BrightStar
149	Bob Cotter	ConvertUnits: by Larry Defehr's Co.
249	Tom Barnett	The Macintosh Way (book) written by Guy Kawasaki
260	Joan Abbott	CROSS COUNTRY CANADA: Didatech Co. (donated by Strachan Computers)
158	Art Masuda	FOUR-IN-ONE ART
251	Dr. M. Myckatyn	GRAPH-IT: (Timeworks)
168	L. Wallace	KINGS QUEST IV (Sierra) 'The Perils of Roselle'
172	David Brear	Apple ImageWriter II. donated by Advantage Computers

Does White Knight 11 keep the horse?

By Scott Watson

On October 15, 1989, The FreeSoft Company announced the impending release of a new product, the successor to Red Ryder version 10.3. The new product, interestingly enough, is called White Knight version 11.

Why the name change? Simple. Our license contract for the Red Ryder trademark is to expire on January 1, 1990. Two days before we were to go to the printer with what was to be called "Red Ryder 11", the owners of the trademark advised us that there was to be a significant increase in the licence fee renewel. The best calculations that we could do on such short notice told us that this increase was significant to the degree that we would either have to double the proposed price of the product, or eliminate several jobs. Our response was to do neither. Instead, we chose to select a new name for the product and apply for trademark protection.

As I'm sure you can realize, we have built up a tremendous amount of good faith in the name Red Ryder associated with our products, and we are sorry to have to make such an abrupt "duck and weave". However, this is the choice that I feel is best for the product and our customers. Please help us get the word out in any way you can that this name change has happened - not only with word of mouth but by redistributing this file as far and wide as possible.

The new features are too numerous to outline here.

How To Update To The New Version: More research and development, and more hours of product testing have gone into White Knight 11 than in all previous versions combined. I'm sure you're going to be thrilled with what I've done with it, and I want to get it to you as quickly as possible. However, we have not yet received the user manuals back from the printer, and don't expect to until the end of October. We're making this announcement a bit early so you can do what's necessary to get your update request in as soon as possible and establish yourself in the queue.

We'll be filling orders as we receive the manuals hot off the press, and we do expect some delays. Be patient.

The cost of the upgrade from version 10 is $35. The cost of the upgrade for versions prior to version 10 is $50. If you bought version 10 on or after October 1,1989, send in a copy of your receipt (or other dated proof of purchase) and you will get the upgrade for just a $5 shipping charge ($10 outside of the United States).

Some notes on Icons and the GS Finder

Courtesy of Rob Moore and Jim Merritt, downloaded from GEnie.

1. Avoiding the dreaded "Disappearing Trashcan syndrome"

a) Do not alter the GS Finder.Icons file in any way. There are better ways to accomplish the same functions. These will be explained later.

b) Do not have any icons assigned to filenames with wildcards that also do not have the filetype specified. In fact, we highly recommend specifying a filetype for all icons you add to the icons folder. It's a rare case when you can specify a name and not also know the filetype. The subtype may or may not be specified.

c) Above all, do not attempt to replace the "generic document" icon in Finder.Icons, that is used when no other icon matches the file name or filetype. This icon serves a special purpose in the Finder icon structure and must not be altered or moved.

2. How to properly modify the Finder.Icons. (Wait a minute - We said you couldn't do this!)

a) Make a copy of the Finder.Icons file and delete all of the icons you don't want to change. You must delete the Generic Document icon. It's last in the file. The Finder gets really upset if there is more than one of these.

b) Edit the icons you want to change and save the file with a new name of your choice. Your edited icons will be used in place of the corresponding icons in Finder.Icons.

c) You can change the Trashcan's image but you can't increase its size much. Don't try to change any of its other characteristics.

3. Fun with Folders. Want customized folder icons? It's easy.

a) Open Finder.Icons and copy the Directory folder icon - labeled DIR.

b) Open a new or existing icon file of your own and save the copied folder icon there. Close the Finder.Icons file.

c) Edit the icon to add a picture or whatever and change the filename for the icon to the name of the folder you want this icon to represent.

d) Now you have a customized folder icon. To do more, use copy and paste to duplicate the icon in your file and edit the copies.

4. Some general info:

Other than Finder.Icons, icon files are loaded by the Finder in directory order. If there are multiple icons that could match a given file or filetype, the last one loaded will be used. This happens because the Finder loads the icons files as they're found in the directory and then searches the list of icons backwards from last to first looking for the first match it can find.

If none of your custom icons match a given file, the Finder will always find a match of some sort in Finder.Icons, with the Generic Document Icon being the match of last resort.

So if the Icon you see is not the icon you expected, you probably have more than one icon that matches your file and the one shown is farther down in the directory than the one you wanted. You can rearrange the directory or better still, just delete the duplicate icons you don't want.

It's smart to delete any icons that you're not using. They're all loaded by the Finder and each uses a certain amount of memory, whether it's displayed or not.

Have fun.

Deadline for newsletter submissions is the 20th of the month
— Ib

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This page left blank deliberately, as they say in the IBM manuals.

Actually, we've just got nothing to put in this space, and it's now late Sunday, Nov. 5.

Where are the club's Mac users?

Type Manager is a significant extensi

By Steve St-Laurent

Months before t Apple's own out gy, Adobe Syster software utility tions for both sc some printers.

With the advent of the Mac in 1984 came a new acronym to the world of computing: WYSIWYG – what you see is what you get.

This was part truth and part advertising hype. What appeared on screen, especially type, ranged widely depending on what fonts were installed in the system file. For those lucky enough to have access to a PostScript printer, what you saw on screen was only a crude representation of the printed output, giving rise to yet another acronym – WYGIBTWYS – what you get is better than what you see.

Adobe Type Manager
Adobe Systems Inc.
1585 Charleston Road
Mountain View CA 94039–7900
Price: $129 list but heavily discounted from the outset.
Requires: Mac Plus or greater with extra RAM

With the ImageWriter the key to best printed output was to install a screen font twice the point size you wanted to produce. The printer would scale this by 50 per cent to yield the best results.

As readers of the past few newsletter issues will know, the Macintosh font world is undergoing major changes. Apple Computer Inc. has announced a new outline font technology to be incorporated in the System 7 release, still 4-6 months away.

The politics of type

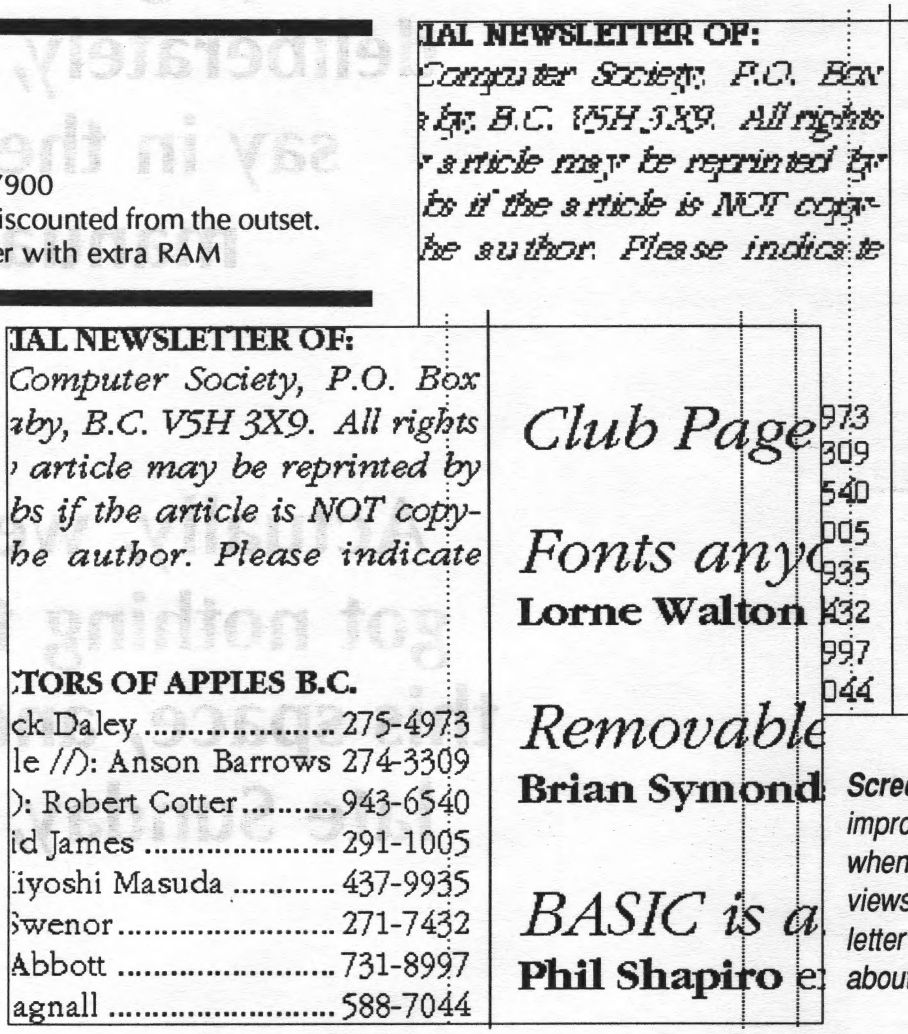
This change would, in effect, break the Mac's strong ties to the PostScript page description language developed by Adobe Systems, the company which also makes the most widely used and arguably the best typefaces for the Mac. Apple went so far as to announce that it was putting up for sale its 20-per-cent stake in Adobe shares.

Beneath the surface there has been a larger struggle happening for control of the Mac screen display, prompted partly by the introduction of Steve Jobs' NeXT computer which employs display PostScript. One side has been pushing for display PostScript; the other has been backing Apple's own QuickDraw. Apple, naturally, has come down on the side of QuickDraw. The System 7 outline font technology reflects Apple's commitment in that direction.

PostScript in general and the Mac in particular have made Adobe a strong and very profitable company. So, months before the appearance of System 7, has come the release of Adobe Type Manager (ATM).

What Type Manager does is tap Adobe PostScript printer fonts to create outline fonts of its own which are used both for screen display and printer output.

Its greatest benefit is for those folks lucky enough to have a broad collection of Adobe downloadable fonts. But there is a catch. The average Mac user, even those with PostScript printers, use fonts which are resident on ROM chips in the printer – usually 35 faces, counting Roman, bold, italics, bold-italics, Symbol and Zapf Dingbats. Type Manager is unable to use these chip-based fonts.



The nasty part is that the PostScript printer buyer has already paid a licence fee for use of these fonts. Type Manager is shipped with printer fonts for the already resident Times, Helvetica, Courier and Symbol faces – what was available on the first Apple LaserWriter. For another $199 (list) you can buy the Plus Pack, which extends ATM ability to the rest of the standard 35 faces.

Besides the four printer font families, ATM consists of a CDEV (Control Panel Device) and two other files, marked for either 68000 processor machines (Mac Plus SE) or 68020/30 machines (every shade of Mac II).

In the Control Panel users can turn ATM on or off as well as set how much RAM will be reserved for storing font outlines generated from the font drivers. Extra RAM is critical. Wit considerably while the

Mac workhorses such *Illustrator 88* demand 1 adds considerably to th

Curiously, one of the with ATM was with Adob This was because Adobe font crazing in this progr font outlines.

Guess what

The last week of Oct users began receiving in corrects this incompati *Illustrator 88* now requi

on of the Adobe library of typefaces

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has released a
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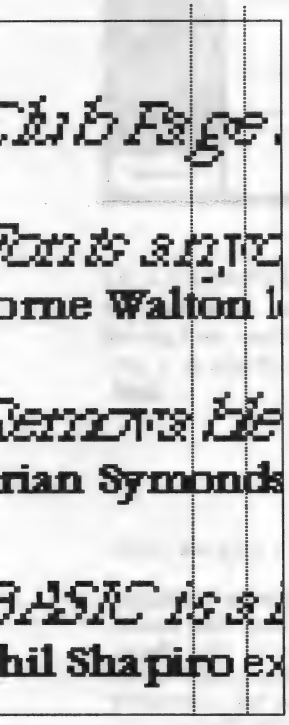

dumps show a vast
ment in screen display
M is engaged. These
a portion of the news-
age 3 are shown at
0 per cent of actual size.

see that ATM is a marginal, if not unworkable, proposition for folks running with just 1 Mb.

I've tried every program on my HD with ATM with a wide range of downloadable fonts and have found no incompatibilities. However, any defective printer font will crash the system when called.

And, in some instances, screen fonts, even from original Adobe disks, must be renamed before ATM will correctly draw all variants (bold, oblique, black etc.) The Frutiger face is one example.

Third-party incompatibilities

ATM won't work with most third-party fonts on the market – Cassady, Century, Image Club – or with custom PostScript fonts developed with *Fontographer* or *KeyMaster*.

In the wake of the Bitstream font company's spring announcement that it had cracked Adobe's font encoding, the PostScript originators rushed in with their own announcement – that it would license its font development technology to third-party vendors. This should mean some other makes of fonts will work with Type Manager.

The improvement in screen display is dramatic – true WYSIWYG. The *In Use* INIT, which puts a flickering indicator in the menu bar to show SCSI accesses, tells me the hard drive is working much harder as font information is called into RAM.

Working on a 2-Mb Mac II, I have to turn down the font cache or even disable ATM to open more complex *Illustrator* files. This is a nuisance in that it requires a reboot. A workable cache for most purposes is 256 or 384K. If your machine has more RAM top spare all the better. The redraw speed will not be slowed as often.

Output quality to a PostScript laser printer is not affected by ATM. The printing difference is exclusively for the non-PS crowd. Perhaps this explains why Adobe's promotional pamphlet for ATM is aimed at this market.

The sales pitch has perhaps been a little too effective. I know of one woman who changed her mind about buying a laser printer, opting for an ImageWriter and ATM. She was not deterred by the argument that even the best 72 dots-per-inch is still just 72 DPI. But I've heard reports of great results with ink-jet printers

An interesting side-benefit of ATM is that it lets you clean up the system folder. Previously printer fonts had to be placed loose (not inside another folder) within the system folder. Now, using current versions of *Font/DA Juggler* or *Suitcase*, printer fonts can be placed wherever you like, as long as one of the open suitcases is in the same folder as the printer fonts.

All this said, what is the real significance of Type Manager? First, and I think foremost, it extends the usefulness of the Adobe type library to screen display for Mac users who have invested heavily in Adobe products. As a marketing strategy, it also broadens Adobe font appeal to include users who don't regularly use PostScript devices. Still, four or five typefaces cost about the price of an ImageWriter.

If you are already using a lot of Adobe fonts, ATM is simply indispensible.

How to Update with ATM

Point-to-Point saves your configuration information in two files called PTP.PARAMS and PTP.KBDMACROS. (These files are stored in the folder which contains PTP.SYSTEM.) If you're already using an older version of Point-to-Point, you can easily update to the new version by transferring these two files to your new master disk. If you're running Point-to-Point from a hard disk, you should then delete the old Point-to-Point folder (after saving any other important data files you may have stored there), create a new folder, and transfer the contents of the new master disk to the new folder.

How to Update without ATM

Point-to-Point saves your configuration information in two files called PTP.PARAMS and PTP.KBDMACROS. (These files are stored in the folder which contains PTP.SYSTEM.) If you're already using an older version of Point-to-Point, you can easily update to the new version by transferring these two files to your new master disk. If you're running Point-to-Point from a hard disk, you should then delete the old Point-to-Point folder (after saving any other important data files you may have stored there), create a new folder, and transfer the contents of the new master disk to the new folder.

Here's the degree *of improvement that can be expected on an ImageWriter II printer. Actually, you might get even better results – editor Ib's printer appears to be banging away on a greying ribbon.*

t it, screen redraw slows
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MS Word, *PageMaker* and
or more to operate. ATM
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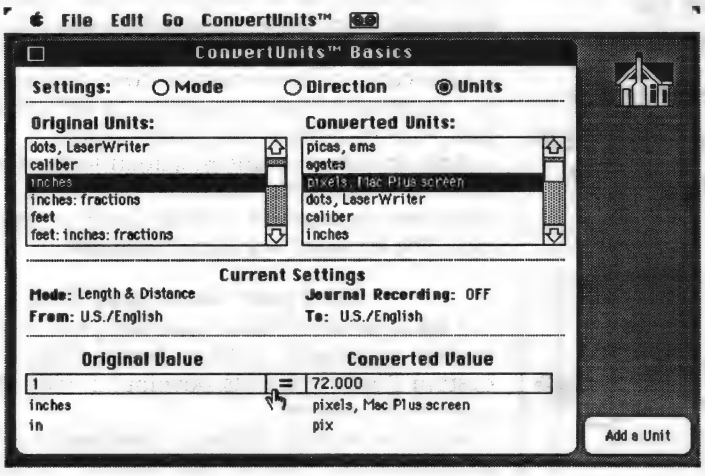
y. Running under ATM,
2 Mb of RAM. It's easy to

ConvertUnits™ hits the mark

By Les Ferch

At the March Apples B.C. annual general meeting, I won a software package called "ConvertUnits". This is a program that provides quick and easy conversions of data among a myriad of different units of measure. ConvertUnits is available both as a DA and as a HyperCard stack (which is the version I won).

Since I have little or no need for a program of this type, I decided to give it to someone at UBC who could use it. After posting an electronic message on UBC's conferencing system, I got a response from someone who both does a lot of conversions and is a heavy HyperCard user. Her name is Joan Bessler and below is a note she sent me describing how she uses ConvertUnits.



Geology is really a mish-mash of subdisciplines, each one having its own unit conventions. For instance, as a hydrogeologist I am accustomed to using meters of water as units of pressure, yet I frequently work with pressure data reported in MegaPascals, kilobars or psi. Units of flow are worse, with gallons per minute (was that imperial or US customary?), litres per second, or even inches per acre per day. All of these conversions, and many more that I use less frequently, are now just a few mouse clicks away. I have found the categories, basics, heat, and mechanics most useful.

Yesterday on info-mac there was a fellow looking for a DA that could convert pressures and units of heat. I sent him my ConvertUnits testimonial along with the address and phone number of GraphicText Applications. ConvertUnits is a nice solution to a tedious job.

MacLink Plus – Version 3.0

Runs on: Macintosh 512K, Plus, SE and Mac II

From: DataViz Inc., 35 Corporate Drive, Trumbull, Connecticut 06611,
1-203-268-0030

Price: US$195

Reviewed by: Paul Zucker, 2/21/89

Summary: MacLink Plus is a file transfer and conversion utility for Mac-Mac or Mac-PC.

Submitted by Helmuth Tuchscherer

Maclink is an indispensable accessory wherever two or more are gathered. Not only does it make communications between Macs and PCs effortless, it also converts most common word file formats between the two systems. It consists of three software disks [3.5" Mac, 3.5" PC and 5.25" PC] and a cable with Mac circular 8-pin plug on one end and PC DB25 and DB9 adaptor on the other end. The cable connects the RS232 serial port on the PC with either the comms or printer serial port on the Mac.

Installation consists of copying the relevant files to a subdirectory [folder] on the machines, plugging in the cables and starting the applications – all of a five-minute job. Unlike the earlier version 2 which had maximum data transfer of 9600 baud, version 3 works at a blinding 57600 baud.

The PC is a slave during the session – all control being given to the Mac. It's just a matter of selecting file types for both machines, highlighting the files to be transferred and translated, and hitting the convert button on the Mac desktop. Again, unlike the earlier version, it's now possible to select a group of files for batch processing.

The modes available are:

MacLink Mode: Transfers files between a Mac and any other Mac to PC via the supplied serial cable.

Desktop Mode: Used for translating files already on the Mac or another Mac on a network.

Comms Mode: Used with a modem to give the same facilities as direct connect.

Answer Mode: Answers calls from other Macs. May be used unattended.

The PC files which can be translated to or from include: Binary, dBase, Comma delimited, DIF, Excel, Multiplan, DisplayWrite, Multimate, OfficeWriter, Ascii, WordPerfect, WordStar, WPS/VMS, XYWrite III, Word, Lotus, Symphony, Pagemaker.

Mac file types for translation include: Excel, MacBinary, Jazz, Macwrite, Word and Pagemaker. Word processing translators handle almost all formatting features except page breaks and footnotes. Maclink isn't capable of translating/converting graphics files but it can transfer them for conversion by other utilities.

The supplied cable can't be used for Mac to Mac connections, and in fact, since the package is only licensed for use on one Mac at a time, you need two packages and a PC null-modem adaptor joining the cables. Pragmatists will probably install the software on both machines and use an 8-pin to 8-pin Apple null-modem cable. Short of installing an Appletalk compatible network, Maclink Plus is the best way we've seen to move files between the two most popular business PC machines, and even with a network you'll still need a translator!

One annoying aspect is that the PC files are displayed, sorted, on the Mac. That means you can't yell across the room "Hey Chess! Pick up the last three files in my OUTBOUND directory," because they're not necessarily shown in that order on the Mac. Nor can you tag files or initiate transfer on the PC.

REPLY: *We have the latest MacLink Plus at UBC and it* ***does*** *convert some graphic file formats, but only paint type graphics such as MacPaint and PC Paintbrush. It can't do something like convert a PICT to an AutoCAD drawing or vice versa. I'm not entirely sure right now, but I think we must have version 4.0.*

As for as Mac to Mac transfers, the best solutions I've seen so far are the MultiXFER program that handles high speed and uses a very efficient protocol, and much better yet, is a new program from Claris that is freeware called "Public Folder". I haven't tried it yet, but it sounds really good. All you need are LocalTalk or compatible cables connecting your Macs and a copy of PublicFolder on each machine. You can then make one folder "public" on each machine that can be accessed by every other machine (ala TOPS). Anyhow, for file translations, MacLink Plus is the best I've seen.

—Les Ferch

Dark Castle GS sparks the imagination

By Michael Gatto

It is not very often that a game comes along that captures my imagination and my desire to keep playing as this game has done. I've been intrigued with this game ever since I saw it played on the Mac almost two years ago. Playing is fun, if not a bit frustrating.

The frustration comes when you have made a bad move and the "bad guys" in the game take advantage of that fact and "smoke you off your feet", to put it bluntly.

Pull out your old Apple][copy of Hard Hat Mac. This ingenious game for the Apple][(which in my opinion is one of the best arcade style games for the Apple][) is very much like playing Dark Castle. Oh, of course the graphics and the sound are quite a bit better on the GS than the][+, but the concept of the game is identical and equally frustrating, for a time.

Just as it takes a child a while before he learns to walk properly, a Dark Castle game player must learn how to control his character before he can run the game.

The game is based, not surprisingly, on a castle that you must roam through to get certain objects such as a shield, a key and magical powers. Once these steps are completed, then you are ready for the final conflict... The Black Knight.

The game starts off showing you the top ten scores and several options. One of which is the option to set your keyboard control keys to what you find most comfortable. Best play the game a few times before you consider this option. The keyboard controls the movement of your man around the various scenes, although the game does allow you to use the joystick. I've opted for the keyboard commands as they are easy to use and work in a logical way.

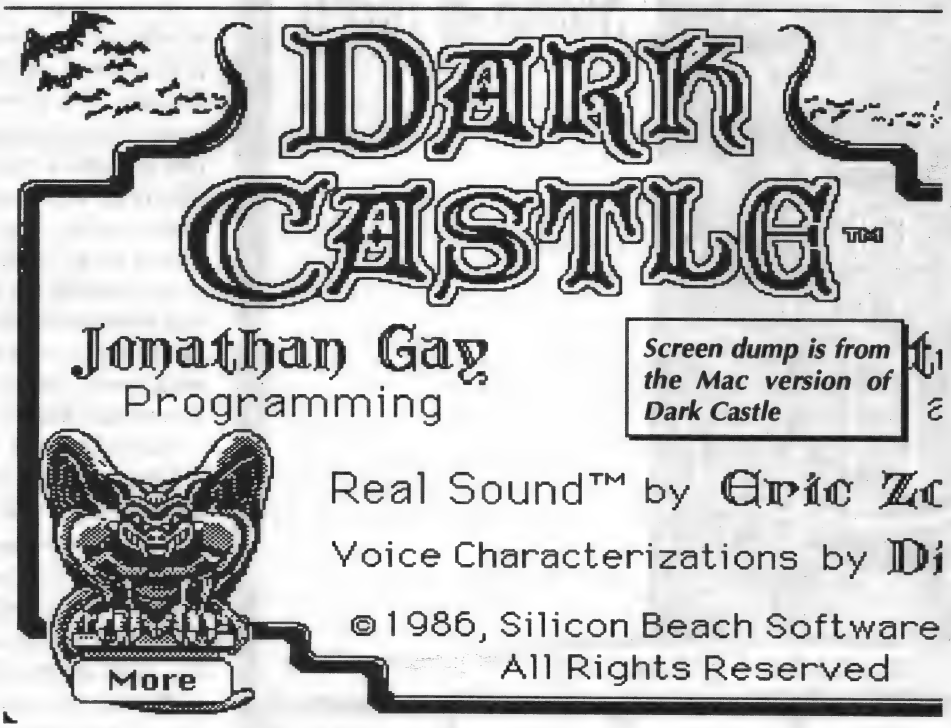
Another option is to watch the demo. And then there is the option to select one of three levels of play: beginner, intermediate and advanced. The beginner level, according to the one-page manual, is supposed to let you play the game without ever dying so that you can get a feel for the game. Well, the software release that I have doesn't work in this fashion at all. The game does play quite a bit simpler, though, with half the perils that one would normally have in Intermediate game play but my man is not immune to death. I haven't played the advanced level yet. The intermediate level is quite enough for now, thank you very much.

After selecting your level of play in the opening screen and then selecting Play (or pressing the return key), you are brought to the first room of the castle. This room shows two doors to the left, a door immediately in front of you and a stairway to the right. You pick the door and away you go. However, every time that you first boot the game, the doors are not what they were before from the time before. Each door represents 1/4 of the game. Behind each door are a few different levels or scenes, that all must be completed in forward and sometimes in reverse order. However, doors one and two are usually in reverse order from the last time that you booted the game. So you are never quite sure what screen you will be playing first when you select a door.

After you have selected the door, the title of that level is shown in the lower left hand corner of the screen. Keep this in mind because you will have to complete certain levels to even have a hope in some of the other levels.

Each scene is a detailed side view, using excellent graphics, of the portion of the castle or its grounds that you are presently visiting. In the usual first scene, your man is standing at the top of a set of stairs with a locked door behind him. Looking carefully, you will see two bats sitting upside down at the top of the scene. And at the bottom of each flight of stairs are rats. Then at the bottom of all the stairs is a castle guard. To escape past this scene you must make it to the other side of the scene where there are ropes that you can climb to a path that takes you to the next scene.

Points are acquired by killing the rats and such and points are accumulated for making it past each scene. There is a point counter that descends as time goes by. The faster that you get



● *continues on next page*

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Dark Castle GS – blow by blow

● *continued from page 13*

through each scene, the higher the points awarded for the scene.

The Troubles encountered.

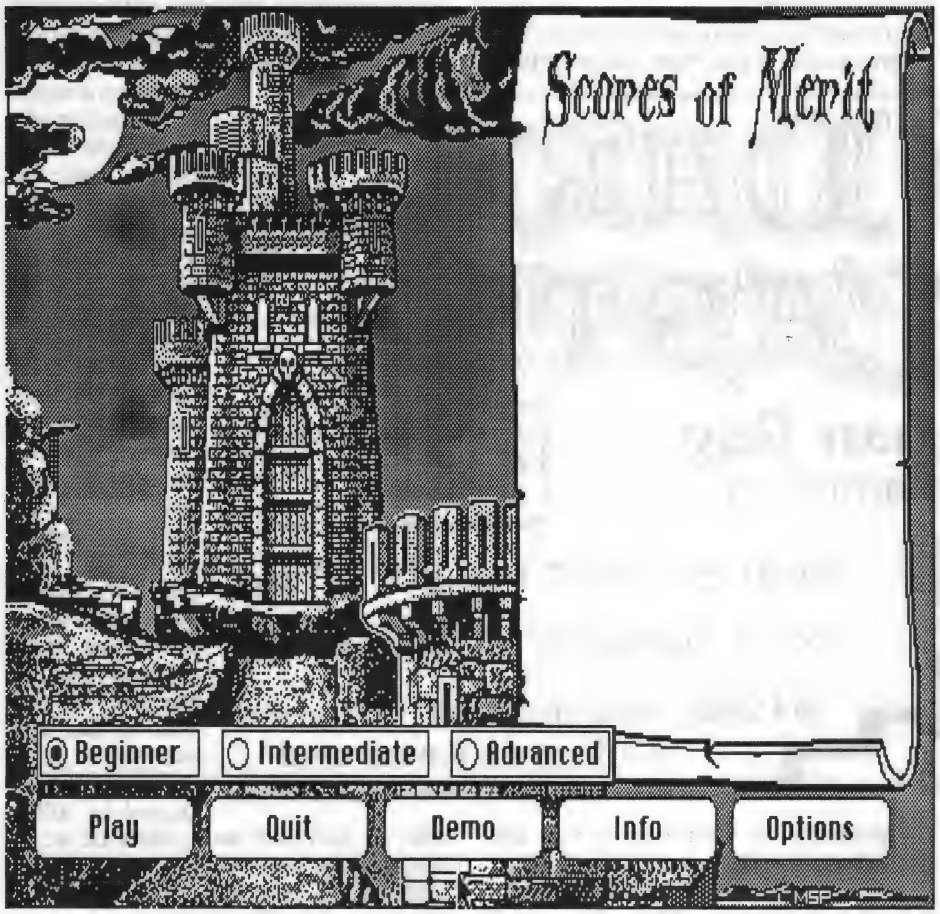
The castle guard:

While not the brightest of creatures (he'll actually ignore you if you crouch down as he passes), he will take advantage of a situation and shoot you with his crossbow if you make a "bad play". A "bad play" is running to where there is nowhere to run but a wall and your character stops dead in his tracks and spins around in a daze making funny noises until his head clears (he actually shakes his head and makes a sound like a shivering man would.

Same thing happens when your character runs off a platform and falls a short distance). It is while you are spinning in this daze that the guard usually blasts you with the crossbow. You can knock out the guard for a short time by hitting him with a rock. Not much of a chance against a cross-bow, but it is one of the easier was to get past certain situations.

Bats, Rats and Idiots (oh my!!)

Bats are found either hanging upside down sleeping or flying toward you with slow, steady determination. Your defense? Rocks. And you will find the rocks throughout your play sitting as little brown sacks on the floor throughout the game scenes. However, their location is just as random as the rest of the events that go on throughout the game. Sometimes they are there to be found, sometimes they ain't.



You can use the rocks against most everything. They are thrown by moving the mouse (which shows your characters arm moving and pointing at the targets) and clicking the mouse button. The rocks fly through the air, yielding to the forces of gravity and will kill the bats, rats and idiots (it's the only term I can think of to describe these little dwarfs than run around waving their arms in the air while making high pitched "nyuk, nyuk, nyuk" sounds).

Another thing that you will find throughout the play are bottles of elixir. This is used against the bites of the rabid rats and bats. It is used automatically as the bites occur (If you have no more elixir, then the bites become fatal once again).

Other enemies

The flying gargoyle is tough. The only way to fight him is by throwing fire balls at him as he comes at you. Where do you get the fire balls? Well you have to complete one of the doors, the one called Fireball. The wizard then grants you the power to throw fire instead of rocks.

In the dungeon (where you end up if you fall in door 3 or 4 or successfully get past scenes 1 and 2 of the door entitled Trouble 1) is where you meet the torturer. This black hooded brute does not feel the rocks that bounce off of him. The only way past him is to grab the mace and to whack him in the head. This is tricky to do. Good luck.

You need to get past him to grab a key that unlocks the door that starts this set of scenarios. Once back at the beginning scene you can pick the door that you would like to conquer once again.

Your character

Your man can walk, run, jump, pick up things, pull things as well as climb up and down stairs, ladders and ropes. And what he can't do with the rocks, he can do with items visible on the screen or items that are obtained after completing the other doors of the game.

Playing this game, like any fast moving arcade/adventure game, is addictive. The frustration one gets must be like a child trying to learn to walk... knowing that it can be done but wondering how the heck it is done without falling flat on his face.

This game was a #1 seller for the Mac for good reason. Give it a test at your local computer software retailer and see if you can handle Dark Castle.

Runs on a IIGS with 768k min.
Colour Monitor recommended.
Stereo card recommended.
Not copy protected.

ReportWriter — is this for you?

By David Martyn

This program is the greatest thing since sliced bread. That was my first reaction and that is still my opinion though understood a little differently.

ReportWriter is a relational report generator for AppleWorks. There is a lot in that description so read it again slowly. ReportWriter does not turn AppleWorks into a relational database. So if you have dreams of a full scale accounting system from within AppleWorks - dream on. Reportwriter simply generates relational reports.

For those that have used the @LOOKUP function in AppleWorks you already know how this program works. The LOOKUP function allows you to do calculations by using a table, thus a formula @LOOKUP(A3, B1...B5) would take the value that is in A3, look in cells B1 to B5 for the largest number that is equal to or less than the value in B1 and then moves to the adjacent cell and uses that value. In the following Spreadsheet, cell A6 would have a value of 2.

```
==A======B====C=====
1| 86  50      5
2|              60     4
3|              70     3
4|              80     2
5|              90     1
6| @LOOKUP(A1,B1...B5)
```

ReportWriter allows you to use other AppleWorks DataBase, SpreadSheet or WordProcessor files for your lookup tables.

In a nutshell that is it - but now you can dream on because ReportWriter allows a wide range of calculations to be performed, both on text and numeric data.

Text functions give the power to convert text into lower or upper case, capitalize the first letter of words, concatenate text and manipulate text with functions that are similar to the Applesoft LEFT$, RIGHT$ and MID$ functions.

Thus if you had a DataBase with an entries like the following:

Surname: THORSTEINSSON
FirstName: Ib
Salutation: Mr.

Surname: MARTYN
FirstName: David
Salutation: Rev.

The normal AppleWorks table report would print this out like this:

Salutation	FirstName	Surname
Mr.	Ib	THORSTEINSSON
Rev.	David	MARTYN

ReportWriter,by using the @CAPFRST(Surname) and the @(CONCAT(Salutation," ",FirstName," ",Surname) would print the report this way:

Mr. Ib Thorsteinsson
Rev. David Martyn

To make up for the lack of proper dates in AppleWorks, ReportWriter gives the power to use Julian dates so that calculations can be made on dates. There are also commands to generate different Time formats.

Other of the 43 functions include commands for selecting text. For example @RULES (@FIND("Smith", Surname)=1) would only print records where the Surname contained "Smith".

The applications for this program that jump immediately to mind are: creating invoices for business users and preparing report cards for teachers.

The disk includes examples of these functions that are very helpful and necessary for understanding and appreciating the power of the program.

The Manual is the largest TimeOut Manual produced so far with 180 pages. The "Read Me" file on the disk already has four pages of enhancements to the program. A phone call to Beagle Bros revealed that further additions are already in process.

Now I have been doing relational reporting for a number of years. This was done by printing a text file to disk and then using a Applesoft Basic program to print out what I wanted. My first application was simple. It printed out four data base fields as follows:

Surname, Given Names Address
Phone

This was done in groups of five for easier reference. So five lines would be printed, then a black line and the next five. After ten groups of five were printed it advanced to the next page. Now the reason for telling you all this is that ReportWriter will not do this (I should say, yet). I can get it to print in groups of five by setting the page length to one inch, but that creates a problem with only printing ten groups to a page.

However, ReportWriter generates a text file on disk. So I was able to load the generated report into AppleWorks as a Word Processor file and then put the page breaks where I wanted them. But to tell you the truth, my Basic program was easier for me to write and is still easier to use.

ReportWriter is the greatest thing since sliced bread. However, (and this says more about me than the program) I prefer to slice my own bread - that way I get the slices the way I want them - thin one day, thick the next.

So if you still like programming in Basic - keep at it. If the thought of Basic programming revolts you and you want more power in your AppleWorks reports then TimeOut ReportWriter is for you.

Toddler and Preschool Gameroom Disk

By Phil Shapiro

Finding good quality software for preschoolers is always a challenge. And even if you did locate some good programs, you might well hesitate before investing $30 on a disk for your "young genius."

Well, look no further, because a fine public domain disk holds the answer. The Toddler and Preschool Gameroom disk, created by Linda Van Zee, is exceptional in every way. The programs are colourful, musical, and fun for both kids and kids-at-heart. There's even two challenging memory games for older kids too.

For starters, the disk comes with complete documentation on disk. These instructions can be viewed on the screen, or sent to your printer. The instructions are complete and concise, including suggested age-ranges for each of the twelve programs on the disk.

The disk boots up with two colourful opening screens, accompanied by a catchy little melody. Next you're presented with the first of two menus. The menu is an "icon-based" menu, with pictures and words describing each of the first five programs. The idea here is that even pre-readers will be able to easily navigate thru the two menus of this disk.

The last choice on the first menu gives you the second menu. The second menu presents seven additional programs, the above mentioned disk documentation, and a return option to the first menu. While testing this disk out on some enthusiastic pre-school "guinea-pigs," the kids quickly understood the intuitive way of going from the first menu to the second menu, and back again.

Now, on to the programs themselves. The first program titled, "Baby Box," is for one to two year olds. As you can imagine, very little thinking is required in playing this game. You press any key, or move the joystick, and the computer displays a full coloured screen, along with a random musical note. The idea behind the program is to teach cause and effect. A baby friend of mind highly recommended this program, commenting on the scarcity of quality programs for this age group, and the alarming haughtiness of software publishers in regards to this growing user population.

The next program, titled, "Doodle," allows you to use a joystick to make crude drawings on the Apple's high-resolution screen, very much like an Etch-A-Sketch (tm) drawing. Press either of the two joystick buttons, and the screen clears to black.

The sketching you can do with Doodle is limited by the fact that you cannot pick up the "pen." In other words, all drawings have to be made with one continuous line. Still, you can get children to be creative in drawing rectangles inside of rectangles. Older children can be challenged to draw an outward growing spiral, starting from the centre of the screen. With practice, you can get a decent looking "snail-shell" spiral.

The next program, titled "Letters," draws large, low-resolution letters in random colours. You can type up to six letters on each of four lines. The obvious use of this is to get children to type out their names, their friends' names, their favourite choler, their favourite animal, and any other short words they happen to know. Some children will enjoy typing out the alphabet, even though there won't be able to fit the last two letters onto the screen. Note: the "Caps Lock" key must be pressed down for this program to work.

The Letters program is followed by a program titled, "Ding Plot." Ding Plot is another joystick drawing program (with an option to use a mouse too). Ding Plot draws simple pictures on the low-resolution screen. Like the Doodle program, this program is limited in its artistic capacity, yet can be used playfully by pre-schoolers. A nice challenge is to try to get kids to draw a straight line right across the screen. Such a feat takes both concentration and coordination.

Jumping Jack is a great eye-hand exercise. The object of the game is to use the joystick to move a flashing dot on top of a randomly located face. If you succeed, the program plays a short little song, and moves the face somewhere else on the screen for your next challenge. The short song rewards vary for each Jumping Jack you win, making the audio reward a great motivator. You'll need to coach children on how to move the joystick slowly, so that they get the idea behind using this "fine motor-control" program.

The second menu of games starts out with "Reflex," a simple game to test your speed of perception. The object of the game is to press the space bar right after a small coloured box appears on the screen. The program then tells you the exact amount of time it took for you to press the space bar. Sometimes the randomly coloured box turns out to be the exact choler of the randomly coloured background, making the box impossible to see! So if the box doesn't show up within a minute or so, try pressing the space bar anyway. Applesoft programmers might want to list the program and correct this minor bug.

Following Reflex is a program titled, "Shooting Gallery." The title of the program refers to those much-beloved amusement park stands with the ducks crossing across the landscape at the back of the stand. The object of shooting gallery is to use your joystick to steer along the bottom of the screen, and then shoot down the shapes crossing the top of the screen. If you do hit a shape, the shape comes falling down the screen with a merry sliding scale sound.

Some might object to Shooting Gallery as being too much like an arcade game. True, the educational content is not overt. But still, the game is fun to play, and does develop important coordination skills (for adults, ahem, as well as children). Children take to it like ducks to water. In moderation, this type of game has its place - especially with pre-readers.

In contrast to Shooting Gallery, "Same/Different" is a simple visual discrimination exercise. A pair of large shapes is shown on the screen. If the shapes are the same, you press the Open-Apple key. If the shapes are different, you press the Closed-Apple key. (On new models of the Apple II, the Option key replaces the Closed-Apple key.)

If you are successful in telling different shapes apart, a funny looking robot appears in the centre of the screen, making appropriate robot sounds. Then a pair of new shapes appears on the screen.

This program is a good reading-readiness type of program, getting children to compare the differences and similarities between shapes. By getting children to discuss the similarities and differences as you play, you can also use this program to give them practice articulating their thought processes, a valuable exercise in its own right.

"Car Race," the next program, is just for fun. The object of the game is to use a joystick to drive a car through a series of simple mazes. The program adds realism by making authentic engine puttering sounds. If you succeed in driving through the maze to the garage at the end, you're reward with some

● *continues next page...*

Disk for pre-schoolers rates highly

● *continued from page 16...*

stunning colour graphics.

This program is an all time favourite among the Sesame Street set. An added attraction is that your car can "eat" up the walls of the maze if you drive into the walls at just the right angle. Doing so requires sophisticated eye-hand coordination, yet children leap at the opportunity of trying out this not-so-simple challenge.

To continue on the eye-hand coordination theme, the program, "1 to 9" gets children to steer a little man around the screen, picking up randomly scattered numbers along the way. You pick up a number by bouncing right into it. Once you've picked up a number, the number disappears from the screen.

Adults can prompt children by asking, "Good, and now what number comes next?" After you pick up the number nine, a breathtaking colour graphics reward is displayed. This is a most gentle intellectual exercise, perfectly suited to the mind of a pre-schooler. By combining a motor-coordination task with a simple intellectual task, this program involves the young child in an exciting, multi-goal activity. In my view, this program is what educational computing is all about.

But wait, there's more.

"Simple Simon," is a simplified version of the popular electronic memory game Simon (tm). The object of Simple Simon is to repeat a random sequence of two colours. But unlike the hand-held electronic game, this version actually allows you to make mistakes without starting over! More precisely, you can make up to four mistakes without having to start over.

Children need guidance in learning how to play this game. Play a couple of games together with them, until they get the hang of it. Note that new Apple II's have replace the Closed-Apple key with the Option key. You can also use the two joystick buttons to play Simple Simon. On Apple II's with the Option key, using the joystick buttons makes the most sense to children.

Finally, the last game on the disk, "Simon," is the more challenging version of the two Simon games. The object, once again, is to remember and repeat a randomly generated sequence of colours and sounds. Once again, you are permitted to make a few mistakes without starting over. (A gigantic improvement over the frustrating hand-held game.)

Once you put the kids to bed, you can sneak back to the computer for a couple of rounds of Simon. It's actually possible to win the hardest level of the game. All you have to do is develop strong concentration skills. And with the kids fast asleep, your distractions will be kept to a minimum.

In conclusion...

Before wrapping up this review, I ought to mention something about purchasing joysticks. Since six of the programs on this disk use a joystick, you might be in the market for buying one in the near future. Here are some tips.

Avoid Apple-brand joystick. Like all Apple-brand peripherals, they are way overpriced. You can get a fine "Apple compatible" joystick for about $30 to $35. My own favourite is the Mach II, by CH Products. Kraft also makes decent joysticks.

Also, make sure the joystick you buy will fit on your model of the Apple II. Some of the older Apple II computers require joysticks with a 16-prong connector. All the newer models (Apple IIe, IIc, IIGS, IIc+) use a joystick with a 9-prong connector. Atari, Radio Shack, and Commodore joystick are not Apple compatible. Some IBM joysticks have an Apple adaptor.

Well, this has been a lengthy review only because this public domain disk has so many outstanding programs.

Linda Van Zee, of the Washington Apple Pi, deserves a lot of credit for this disk. But, to give due credit, many of the programs were based on programs originally written by Gabor Laufer. Together, these two skilled programmers have put together a fine public domain treasure.

The Toddler and Preschool Gameroom disk, (WAP disk number 812), is available for $3 for members, and $6 for non-members. Please remember to include $1 for postage.

(The author teaches computers in elementary school, and develops educational software for the Apple II family of computers.)

Major enhancements to AppleWorks GS

Here are some of the highlights of AppleWorks GS 1.1:

-=+ Speed

On floppy-based systems, AppleWorks GS now takes less than 60 seconds to launch. Loading modules takes less than 8 seconds. Operations in all the modules are approximately eight to ten times faster than in older versions.

-=+ Compatibility with GS/OS 5.0

AWGS 1.1 takes advantage of all the file handling improvements offered by the new operating system, including AppleShare support. The new version lets you print international and extended characters available under GS/OS 5.0. It fully supports the new, graphical control panel desk accessory, and scrollable menus (such as when you have several fonts and desk accessories installed).

-=+ Compatibility with Apple's newest Apple IIgs

AppleWorks GS runs well with the new "ROM 3" Apple IIgs, which has 128K less memory than "standard" GS units made earlier.

-=+ Enhanced Printing

The new version of AppleWorks GS prints faster than older versions. Additionally, the "draft" printing option has been enhanced. In older versions, you were limited to the fastest (and poorest) quality of print available on the ImageWriter II. Now you can select whether you want to use the built-in, high-quality printer fonts of the ImageWriter when you print at draft speed.

-=+ AppleWorks 3.0 Compatibility

AppleWorks GS now lets you read files produced by any version of AppleWorks, including AppleWorks 3.0.

-=+ Diagnostic and Utility Routines

Option-"About..." in the Apple menu lets users view general system information, such as the the amount of free memory available, System Version, ROM version, and other values. The user also has the option to manually "unfragment" memory when in the program.

-=+ More efficient Memory Management

AppleWorks GS 1.1 takes a totally fresh approach to managing the way information in stored in RAM. The new technique makes operations faster, and more reliable. Users should be able to work with larger data base and spreadsheet files than possible with the older versions of the program.

-=+ Enhanced Spell Checking

Command-key equivalents have been added for spell checker functions, such as Suggest, Ignore, and Add to Dictionary. A "Cancel" feature has been added to interrupt the process while checking. The spell checker also supports larger custom dictionary files.

-=+ Overall improvements in robustness

Many problems reported by users with various modules have been addressed in this version of the program.

Point-to-Point Version 4.0 – Great!

By David Martyn

At the same time you read the review of Point-to-Point (PTP) version 3.0 Gary Little released version 4.0. The changes are significant.

Some changes were expected. PTP is now compatible with AppleWorks 3.0 and a number of new commands were put in to provide consistency with AppleWorks. You can set the size of the Review Buffer if you are using a GS.

PTP now receives files sent with the Xmodem 1K, Xmodem 4K, and Ymodem protocols, as well as the standard Xmodem. Support for Xmodem ProDOS and Xmodem DOS was dropped. With most boards using Binary II, this should not be a problem.

But this is no "little" update. Macros are out and Scripts are in. The accompanying Point-to-Point Script file I created illustrates a number of the scripting features provided.

Any line beginning with a # is a Comment Line. Put in all the comment lines you need in your script files; they only use disk space and not memory.

The phrase "Timer 10" is a Command Line which set the number of seconds the program waits without input before a timeout error is processed.

Label Lines are used to identify positions in the script to which you may pass control with commands like Jump or Goto, -Logon is a Label Line.

Hot Key Definition Lines begin with a *. When the defined 'hot key' is pressed the script is processed at the 'hot key' line. Thus *H means that "Solid-Apple H" would begin the set of commands that would disconnect a Smartmodem.

Moving down to the Apples.BC label is an illustration of User Variables that can be set. Nine different variables of up to 79 characters can be set. In the illustration are various prompt lines that appear on the Apples BC BBS.

The following command line waits for the phrase defined as $3 which is "[Return] to continue." and then branches to the label -CR which pauses for one second and then transmits a carriage return.

The next MatchPhrases check to see if you have mail. If you do the script jumps to the -Mail label, otherwise it jumps to the -Main.Menu label.

The -Mail label shows how a dialog box can be displayed on the screen giving a choice of capturing your mail to the buffer and answering it offline or reading it now.

The West Vancouver Library script shows that terminal emulation and Baud rate can be set using a script. Most modem control settings can be set within a script.

This is a brief introduction to the potential power that Gary has given Point-to-Point users. Not illustrated were File I/O Commands, Transfer of Control Commands and File Transfer Commands. As members get their updates there will be a need for a SIG to get together and share script secrets. Thanks Gary for a great upgrade.

```
#Point-to-Point Script File
#  created by David Martyn
#  October 11, 1989

Timer 10
MatchPhrase 1,"CONNECT",Logon : WaitFor-
Match

-Logon
pause 1
If $Phone = 1 Then Jump Apples.BC
If $Phone = 2 Then Jump WVan.Library

*H Hang Up Telephone
Pause 3
Transmit "+++"  #Smartmodem "escape"
MatchPhrase 1,"OK",Bye : WaitForMatch

-Bye
Pause 1
Transmit "ATH^M" #Smartmodem hang up
command
Stop
```

APPLES BC

```
-Apples.BC

$1 = "Read it now ([Y]/N) ?"
$2 = "[ Main Level ] Option (?=Help):"
$3 = "[Return] to continue."

MatchPhrase 1,$3,CR : WaitForMatch

-CR
Pause 1
Transmit "^M"  #Sends a Carriage Return

MatchPhrase 1,"—>",Send.Number : WaitFor-
Match

-Send.Number
Transmit "Your.User.Number^M"    #User
Number

MatchPhrase 1,"—>",Send.Password :
WaitForMatch

-Send.Password
Transmit "Your.Password^M" #Password

MatchPhrase 1,$1,Mail
MatchPhrase 2,$2,Main.Menu : WaitForMatch

-Mail
Savecursor
Savescreen
Window 15 20 22 59
GOTOXY 22 15
Display "^O1^N. Trap Mail for later."
GOTOXY 22 17
Display "^O2^N. Read Mail now."
GOTOXY 22 19
Display "  Select 1 or 2: "
Timer 60
Onsilence Main.Menu
GOTO Input

-Input
Getchark
Restorescreen
Restorecursor
If it = "1" Then goto Mail.Trap
If it = "2" Then goto Answer.Mail
Goto Input

-Mail.Trap
Pause 1
Trap ON
Transmit "^M"
MatchPhrase 1,$1,Mail.Trap
MatchPhrase 2,$2,Main.Menu : WaitForMatch

-Main.Menu
Trap OFF
stop

-Answer.Mail
transmit "^M"
stop

*H ABC HangUp phone
Transmit "T^M"
MatchPhrase 1,"?",end : WaitForMatch

-END
Transmit "^M"
```

West Vancouver Library

```
-WVan.Library
Emulation VT100
Baudrate 1200
Pause 2
Transmit "^M"
MatchPhrase 1,"?",Choose.Term : WaitFor-
Match

-Choose.Term
Transmit "1^M"
stop

*H Hang Up Phone
Transmit "end^M"
```

CLASSIFIED ADS

Three free listings a year (within reason and as space permits) are offered to Apples B.C. members. Non-member rate is $5. Post on ABC board, indicating it is for newsletter publication or mail to address on page 3.

FOR SALE

Laser 128EX with 5.25" and 3.5" drives, Amber monitor, modem cable, software $700 obo. Call **Jono** at 983-3189 or (ABC BBS #62).

APPLE LASERWRITER PLUS, PostScript printer, version 38.2 interpreter, 29,000 pages (printer life is rated at 100,000 pages). Cost $8,000+ new in 1987. $3,000 firm. Phone **Steve St-Laurent** at 255-3238 or (ABC BBS #9).

IMAGEWRITER II for sale. It is white, and has an Orange Micro 128K print buffer, and two colour and 3 black ribbons. All for $600. Also have a platinum IW II cut sheet feeder, under AppleCare. With original manuals. Any offers on the whole set up? Call **Brian Symonds** 1-485-9123 or (ABC BBS #52)

Save on ribbons.
Re-inked printer ribbons for ImageWriter I and II, also Epson 80s. $3.00 when you "trade-in" your used ribbon. Call **Ib** at 299-9597, I am at all Apple // and Macintosh meetings.

Okidata printer 93, bought in 1984 for $1123.00. Apple-compatible Microline. Macintosh serial cable incl. Asking Price: $200.00 call **Jim Swenor** at 271-7432 or (ABC BBS #19)

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FOR SALE

I have an **Applied Eng. GS RAM** card available, containing the basic 256K. With RAM prices dropping steadily, you should be able to fill this baby relatively cheaply in the near future. Move 3 banks of the chips from your Apple GS Memory card over, and you have the 1MB that you started out with, plus space for a further 512K. I think $200 should be a pretty good price for this one. Call **Lorne** at 467-6062, or (ABC BBS #7).

WANTED

One **hard drive** 20MB external for Macintosh needed. Call **Jim Swenor** at 271-7432 or (ABC BBS #19)

Programmers/Investors interested in helping to start a new Apple // educational software company. Product line already well developed. Please contact **Phil Shapiro**, 5201 Chevy Chase Pkwy., NW, Washington D.C., 20015, USA (202) 686-5465

Internal **Clock Card** for Apple //+. Will pay up to $30.00. **Noel Allen** (ABC BBS #97) or call 467-9082, ProDOS only please, will pay more if reasonable

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So, does anyone have a **composite colour monitor** available for sale? Preferably used, in great condition, and cheap. I want to be talked into buying one. **Charles Siegel** (#46 ABC BBS) or 228-8727

Wanted buyers for Diskettes
am able to get 3.5" SKC diskettes at $19/per box. I can also get 5.25" SKC disks for $6.00 a box. These disks are completely guaranteed (the 3.5"s too). Any trouble and I'll get a replacement.

The price breakdown is:
5.25" disks $5.64 + 6% = $6.00
3.5" disks $17.86 + 6% = $19.00

My phone is 590-1480 and I am almost always at the apple II meetings and will bring some along.

Marty Summers (#108 ABC BBS) or 590-1480

RamWorks card for Apple //e, call **Mike Horne** at home: 420-1497, or (ABC BBS #53)

ANNOUNCEMENTS

It is time again to thank the companies that support our club with donations and special prices on products we need to run the club.

Apple Canada who has donated the Mac SE /20 on which this newsletter is produced. An Apple //e with a 10 Meg. hard disk which is being used to run our BBS/information system.

Microsoft (Canada) Inc. who donated MS-Word 3.0 to write the newsletter

Aldus Corporation who sold us PageMaker 3.0 at a special user group price.

Epic Technology who donated a 2400 baud modem to the club to be used on our BBS.

Finally, but not least, the dealers who make donations to us for our events, alphabetically:

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Byte Computers
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Strachan Computers
Strider Computers

The newsletter is printed on an aging Apple LaserWriter+ by **Steve St-Laurent**. Steve also gives your Editor help and advice with the page layout.

If you, or somebody you know, need work done in page layout give Steve a call at 255-3238.

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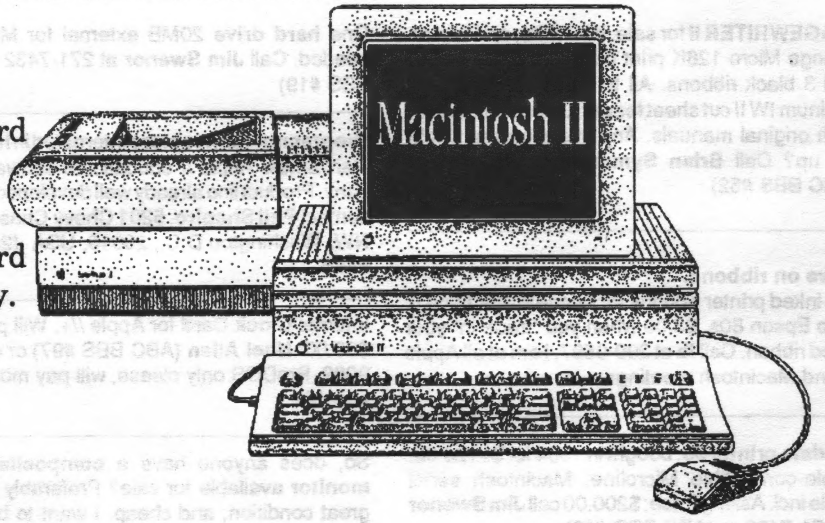

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APPLES BRITISH COLUMBIA COMPUTER SOCIETY
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20 November 1989

To Our Newsletter Exchange Friends:

Another year has gone by for our editor Ib Thorsteinsson and it will soon be time for the Apples BC executive to review our exchange newsletter mailing list.

We hope that you have been receiving our Apples BC News regularly, and will continue to do so during 1990.

Please take a moment to confirm the name and address on the mailing label and return the enclosed form showing any required changes by early January, 1990.

Thank you

Kiyo Masuda
Membership secretary

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